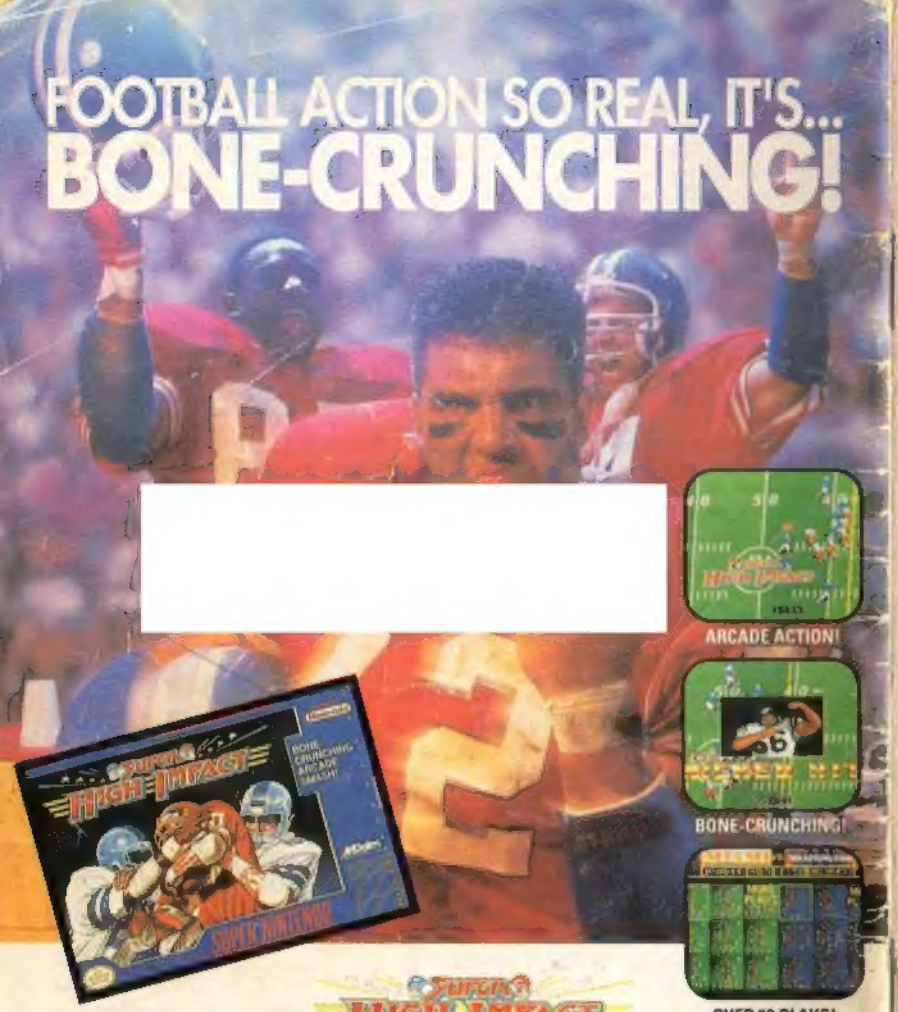
FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!



ARCADE ACTION!

BONE-CRUNCHING!

OVER 30 PLAYS!

ALL-OUT BRAWLS!

Super High Impact for Super NES™ has all the fast-paced action of the **BUTTON-POUNDING ARCADE SMASH!** Choose from 18 hard-charging teams and over 30 plays! "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

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Acclaim

SUPER NINTENDO

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WWF ROYAL RUMBLE®

INSTRUCTION BOOKLET

ljn LTD.®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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SAFETY FIRST:

- This is a high-precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing in a safe place.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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WORLD WRESTLING FEDERATION®

GET READY TO RUMBLE

Are you ready for the wildest wrestling action you've ever experienced? You'd better be! Because **Royal Rumble®** is ready for you!

Command the brawny power of ring-savvy mat legends like Randy Savage™, Ric Flair™ and Mr. Perfect™! Tackle the Undertaker™and Yokozuna™! Overpower your opponents with the muscular Hawaiian strongman Crush™ or outwit them with the peerless scientific attack of Bret "Hit Man" Hart™ in one-on-one competition, two- or three-man tag team bouts or in the toughest challenge of wrestling skills ever devised: the awesome **Royal Rumble®**!

No matter how you choose to play, **Royal Rumble®** takes you through the ropes and into the center of the ring with wrestling action so real you'll be pinned to your seat!

BEFORE YOU CLIMB INTO THE RING

• LOADING:

1. Make sure the power switch is OFF.

2. Insert your **Royal Rumble®** Game Pak as described in your Super Nintendo Entertainment System manual.

3. Turn the power switch ON. When you see the **Royal Rumble®** title screen, press any button on your controller. You will then be presented with a series of selection screens. Use the UP and DOWN CONTROL PAD ARROWS to make your choice on each of the following selection screens

• MATCH TYPE:

Choose :

- one-on-one
- two-on-two tag team
- three-on-three tag team
- **Royal Rumble®**.

• PLAYER MODE:

Choose one or two players.

• MATCH STIPULATION:

Choose:
- one fall to a finish
- brawl
- tournament.

• DIFFICULTY:

Choose from 1 (easiest) to 10 (most difficult).

• WRESTLERS:

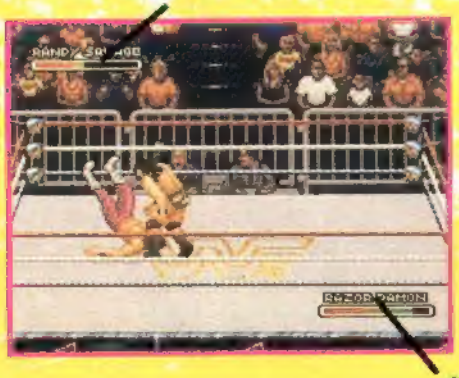
Choose whether you want to select your opponents or have the computer select for you.

[NOTE: At any time before the actual start of the match, you may go back and change any of the above elements by pressing the X BUTTON.]

RULES OF THE RING

Royal Rumble® provides a wide variety of ways to wrestle, ranging from the standard one-on-one one-fall match to the 12-man Royal Rumble®, each with its own rules, regulations and goals.

A **One-On-One** one-fall match pits two wrestlers against one another. The object of this match is to pin your opponent for a three-count administered by the referee. Because wrestlers are in peak physical condition, this can often be hard to do. Before they can be pinned, they must be worn out. Accordingly, a strength meter is displayed on-screen for each wrestler, depicting exactly how much strength he has left. The lower his energy level, the more likely it is that you will be able to pin him.



A **Tag Team** one-fall match pits one team of either two or three wrestlers against another of the same. Rules are similar to the one-on-one one-fall match, except that a wrestler can tag a teammate to replace him in the ring. Additionally, the player outside of the ring is able to hit or grab an opponent within the ring.

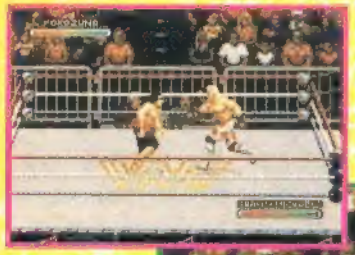
A **Brawl**, whether one-on-one or tag team, is a match without a referee. Anything goes. All illegal moves are permitted, and there are no pins or disqualifications! The match goes on until one man lacks the strength to continue!

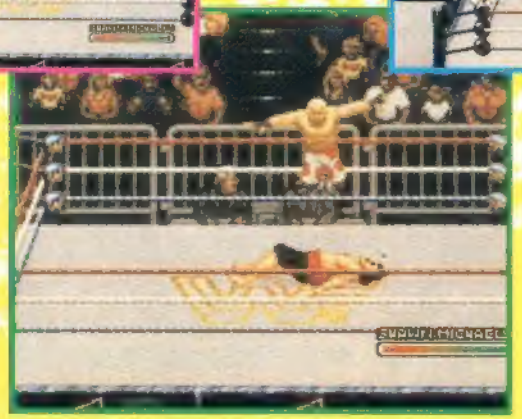
In **Tournament** mode (available only when playing the computer), your wrestler must score victories against all 11 other wrestlers in your choice of Brawl or one-fall matches. In a tag team tournament, your duo must succeed against five other teams. The selection of opposing teams and the order in which you face them is random.

The majestic **Royal Rumble®**, the most grueling test of wrestling skill ever devised, begins with two wrestlers in the ring. Wrestlers enter the ring at regular intervals until six men are in the ring. When one wrestler is eliminated by being thrown out of the ring, the next wrestler in position enters the fray. Once the 12th man has entered the ring, the match continues until only one wrestler remains. He is the **Royal Rumble®** champion!

MOVES AND MANEUVERS

Before you can win the World Wrestling Federation's Title, you must learn the art of wrestling from the ground up. Once the basic ground moves and grapples have been mastered, you can perfect the difficult aerial moves and eventually the special, unique moves of each wrestler. Only when all these have become second nature can you begin your quest of the World Wrestling Federation's most coveted honor in earnest.





ground moves

To move around the ring, use the CONTROL PAD ARROWS.

To run across the ring, hold the Y BUTTON.

To kick your opponent, press the A BUTTON while you and your opponent are each standing.

To punch your opponent, press the B BUTTON while you and your opponent are each standing.

To stomp or kneedrop your opponent, press the A BUTTON while you are standing and your opponent is on the mat.

To splash or elbowdrop your opponent, press the B BUTTON while you are standing and your opponent is on the mat.

Go for the pin by pressing the X BUTTON while you are standing and your opponent is lying on the mat. Press the L or R BUTTON to roll off your opponent and continue wrestling, or press the A, B, X or Y BUTTON to keep your opponent pinned. If you pin your opponent for a full three- count, you win!

When on the mat, press L or R CONTROL PAD ARROWS to get up or, if being pinned, to try to kick out of the pin attempt.

To roll out of the way of your opponent when you are on the mat, use the UP and DOWN CONTROL PAD ARROWS.

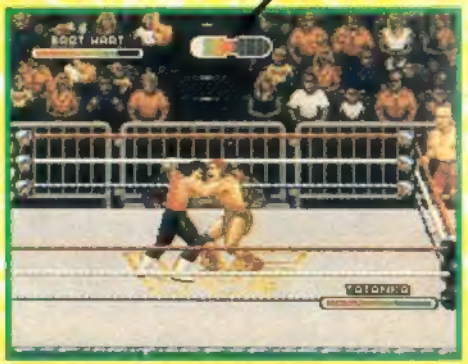
To tag your teammate into the ring (in a tag team match only), press the B BUTTON when next to him.

MOVES AND MANEUVERS

grappling

One of the most important and exciting events in a wrestling match is the grapple. The grapple is the essence of wrestling, as the two combatants vie for control against each other, using all of their strength and speed to force their opponent into submission.

To lock your opponent in a grapple, press the X BUTTON while you are both standing. The wrestler who is leaning forward during the grapple is the man in control of his opponent. When grappled, a grapple meter will appear over the wrestlers, indicating the direction and degree of control. When dominating in the grapple, you have six options, each of which requires a certain degree of dominance to achieve:



1: **Deliver a headbutt** by pressing the A BUTTON.

2: **Bodyslam your opponent** by pressing the B BUTTON.

3: **Suplex your opponent** by pressing the X BUTTON.

4: **Push your opponent into the ropes** by pressing the Y BUTTON.

5: **Deliver an atomic drop** by pressing the L BUTTON.

6: **Deliver a backbreaker** by pressing the R BUTTON.

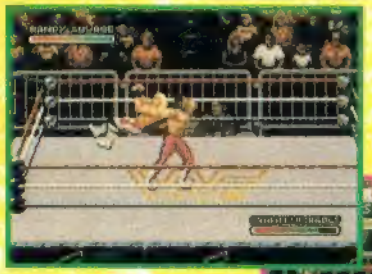
To fight for dominance in a grapple, hit any button repeatedly. If you are being controlled in a grapple, the A BUTTON will enable you to break out of the grapple... if you have enough strength.

MOVES AND MANEUVERS

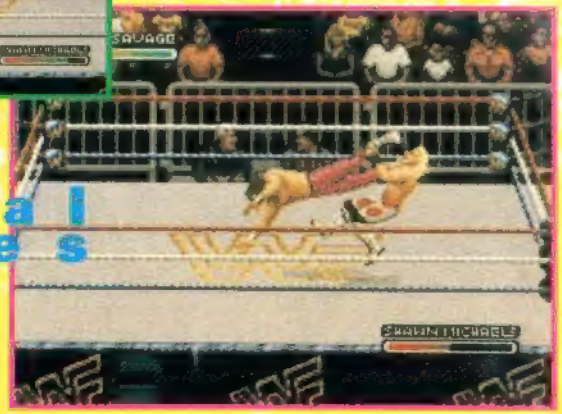
Aerial moves are another exciting element of a professional wrestler's repertoire. They are much more difficult to master than simple kicks and punches but are well worth learning because they are some of the most effective and punishing maneuvers in the sport.

To hip-toss your opponent, press the B BUTTON while you are standing and your opponent is running.

To deliver a dropkick, press the A BUTTON while you are standing and your opponent is running at you, or press the B BUTTON while you are running and your opponent is standing.

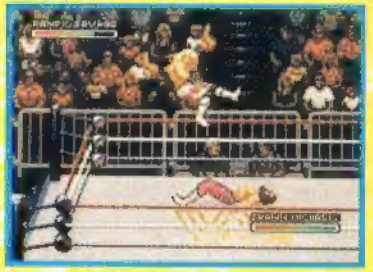


To clothesline your opponent, press the X BUTTON while you are standing and your opponent is running.



aerial moves

To deliver a flying elbowdrop, press the B BUTTON while you are running and your opponent is lying on the mat.



To climb to the top turnbuckle, use the CONTROL PAD ARROWS to walk to the upper left or right corner of the ring, then press the UP CONTROL PAD ARROW to climb up.

To leap off the turnbuckle, press the A, B, X or Y BUTTON.

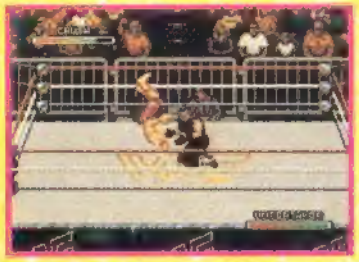
To climb back down, press the DOWN CONTROL PAD ARROW.

Sometimes the sheer force of a wrestling move will send a wrestler spilling from the ring onto the concrete surrounding it. As soon as the referee sees you have left the ring in a one-fall match, the referee will begin a 10-count. If, when he reaches 10, you are not in the ring, you will be disqualified and your opponent will be awarded the match.

To return to the ring, walk into the apron of the ring.

MOVES AND MANEUVERS

Each wrestler in the World Wrestling Federation demonstrates his own unique style and personality. These personalities influence everything from outfits to wrestling styles, but where these personalities are often best reflected is in the special "signature" moves that each wrestler perfects. From Crush™'s



special moves

"Cranium Crunch" to Bret Hart™'s "Sharpshooter," each wrestler's special move is like a trademark, identifying him to the wrestling world while inspiring fear and respect from his opponents! Master each wrestler's special moves for the ultimate World Wrestling Federation matches! Each can be used only when inside the ring and only when your opponent is worn down.

The signature move of ring legend **Macho Man Randy Savage**™ is the **"Flying Elbow Smash!"** To execute it, climb the top left or top right turnbuckle and press the R BUTTON when your opponent is lying in range.

Mr. Perfect™ has devised the **"Perfect-Plex"** suplex as his ultimate maneuver. To use it, press the R BUTTON out of the grapple.

The Undertaker™**'s "Tombstone" piledriver** arises from his macabre obsession with death. Press the R BUTTON out of the grapple to use it.

Bret "Hit Man" Hart™ displays his skill, strength and "excellence of execution" with his **"Sharpshooter."** To execute it, press the R BUTTON while standing at the feet of a fallen opponent.

Crush™, the Hawaiian strongman, prefers to use his brute strength to literally crush his opponent's head with his patented **"Cranium Crunch."** Press the R BUTTON while standing behind a stunned opponent to put the Crunch on him.

Tatanka™ proudly proclaims his Native American heritage with his war dances and his **"Reverse Fallaway Slam!"** Throw your opponent into the ropes, then press the R BUTTON while he's running back toward you.

Crafty **Ric Flair**™ uses his wits to outthink his opponents and his carefully designed **"Figure-Four Leglock"** to bring them to wits' end. To use it, stand at the feet of a fallen opponent and press the R BUTTON.

Shawn Michaels™, the self-proclaimed "sexiest man alive," uses the **"Back Suplex"** to finish off his opponents while giving the audience the chance to admire his physique. To execute it, press the R BUTTON while standing behind a stunned opponent.

The Narcissist Lex Luger™ doesn't have the problems of Shawn Michaels™, for he admires his own physique-- far too much, some people say! His special move is the **"Running Shoulder-Butt."** Throw your opponent into the ropes, bounce off the opposite ropes and press the R BUTTON while running toward him.

As a former sumo wrestler, massive **Yokozuna**™ learned the art of weight manipulation, an art that has given rise to his devastating **"Banzai Drop."** When your opponent is lying in the top half of the ring, walk to the top left or top right turnbuckle as if to climb it, but press the R BUTTON instead. The move will not execute if your opponent is lying too far away.

Million Dollar Man Ted DiBiase™, the richest man in the World Wrestling Federation, uses the **"Million Dollar Dream"** sleeperhold to put his own brand of financial constraints on his opponents. To use it, stun your opponent, walk behind him and press the R BUTTON.

Cuban-born **Razor Ramon**™ is rarely seen without his toothpick. He has dubbed his special move **"The Razor's Edge."** Press the R BUTTON out of the grapple to use it.

MOVES AND MANEUVERS

rule-breakers only

If you're an honest scientific wrestler who sticks to the rules and enjoys honest competition, please skip this section. But if you're the kind of wrestler who seeks any advantage, without regard for the rules or for the safety of your opponents, read on. There are moves that have been banned in standard World Wrestling Federation matches because of their injurious effects on their victims. These illegal moves can be used in the ring during the referee-less Brawl and **Royal Rumble®** matches, but a referee will always prevent you from using them when he's watching! These moves are the eye gouge and the chokehold.

To gouge your opponent's eyes, press the L BUTTON when both you and your opponent are standing.

To choke your opponent, press the R BUTTON when both you and your opponent are standing.

To break a chokehold, press the A, B, X and Y BUTTONS repeatedly when being choked.

Leaving the ring voluntarily during a match is also illegal, but it can be a useful strategy because all moves, including illegal ones, can be used outside the ring. Once a match leaves the ring, the referee has no authority over it except to begin the 10-counts against the wrestlers. Preventing your opponent from returning to the ring during his count is often an easy path to victory! Additionally, there is a chair that can be used as a weapon against your opponent, but only outside the ring where the referee cannot stop you.

To leave the ring voluntarily, press the Y BUTTON while walking into the ropes on the front or sides of the ring, or by rolling to the front and pressing the Y BUTTON.

To use the chair outside the ring against your opponent, press the X BUTTON to pick it up or put it down, and the A, B or Y BUTTON to use it.

QUICK REFERENCE CHART

	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	punch/ tag team-mate	kick	grapple/ pick up or put down ring chair (outside ring only)	run	eye gouge (illegal)	chokehold (illegal)
YOU CONTROL OPPONENT IN GRAPPLE	bodyslam	headbutt	suplex	push into ropes	atomic drop	back-break
OPPONENT CONTROLS YOU IN GRAPPLE	try to gain control	bust out	try to gain control	try to gain control	try to gain control	try to gain control
YOU'RE STANDING, OPPONENT IS LYING DOWN	elbowdrop or big splash	stomp or kneedrop	pin or pull up	run	roll off (only when pinning)	roll off (only when pinning)
YOU'RE STANDING, OPPONENT IS RUNNING	hip-toss	dropkick	clothes-line	run		
YOU'RE RUNNING, OPPONENT IS STANDING	dropkick			run		
YOU'RE RUNNING, OPPONENT IS LYING DOWN	flying elbowdrop			run		

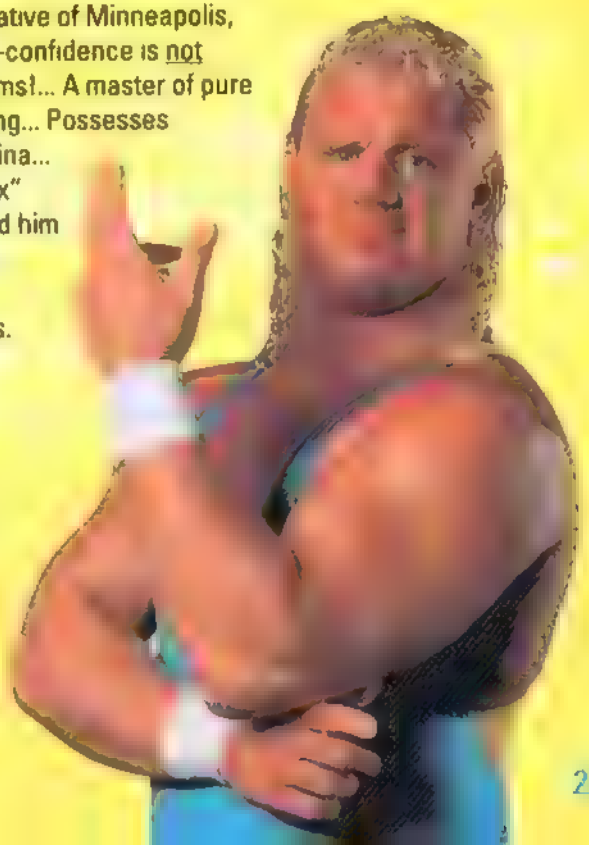
STRATEGIES TO REMEMBER

- Keep an eye on your strength meter... particularly in tag team matches where you want a fresh man in the ring at all times.
- Work on combinations: That is, follow up one move very quickly with another move. This way, you don't give your opponent a chance to catch his breath... or you off-guard!
- Wait for the appropriate time to launch an aerial attack: You want your opponent weakened enough so that he doesn't roll out of the way and gain an advantage while you're down!
- **Royal Rumble**® matches are extremely dangerous: Watch your back, and beware of double-teaming!

SUPERSTAR PROFILES

MACHO MAN RANDY SAVAGE™ stands 6'2" and weighs 237 pounds... Hails from Sarasota, Florida... A two-time former World Wrestling Federation Champion and a former Intercontinental titlist... One of the most colorful wrestlers in World Wrestling Federation history... The "Flying Elbow Smash" from the top turnbuckle is his favorite maneuver.

MR. PERFECT™ stands 6'4" and weighs 257 pounds... A native of Minneapolis, Minnesota... Self-confidence is not one of his problems!... A master of pure scientific wrestling... Possesses remarkable stamina... The "Perfect-Plex" suplex has helped him to score literally hundreds of decisive victories.



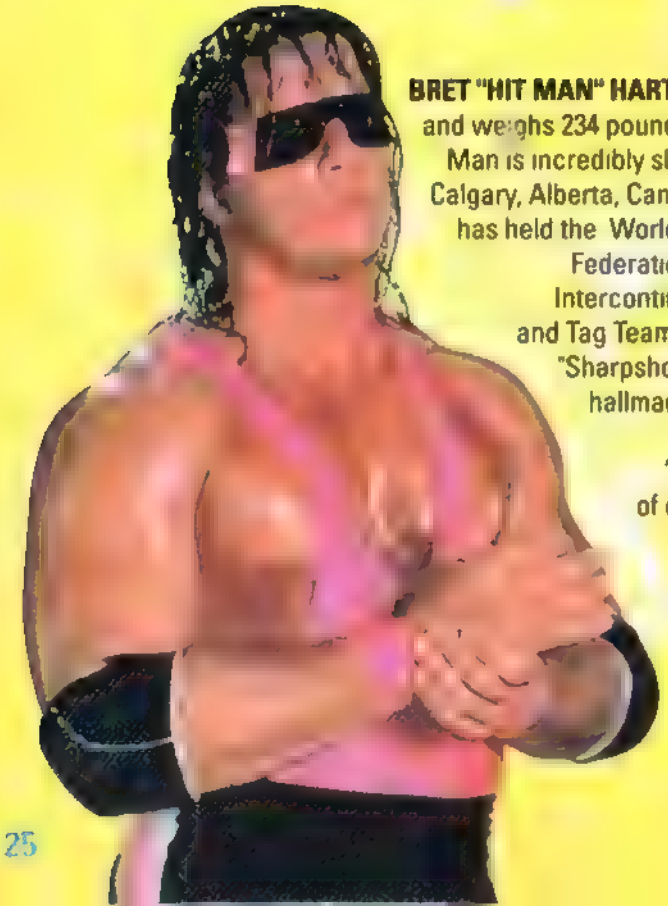
CRUSH

CRUSH™ stands 6'8" and weighs 315 pounds... This mountain of man calls the island of Hawaii his home... A gentle giant with a friendly personality, he is hardly gentle with his opponents once the bell rings!... Enjoys using his strength to try to literally crush his foe's head with the palms of his hands!

UNDERTAKER™

THE UNDERTAKER™ stands 6'10½" and weighs 328 pounds... Appropriately calls Death Valley his home... Managed by the macabre Paul Bearer™... Has a strange fascination (obsession?) with death... Incredibly agile, can walk the top rope like a tightrope... The "Tombstone" piledriver is his finishing move.

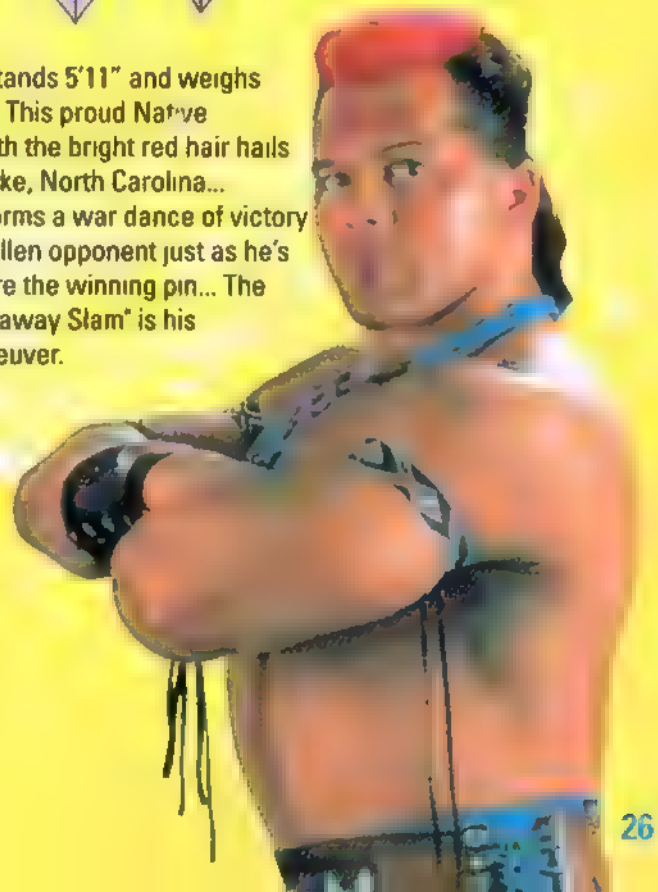
BRET "HIT MAN" HART



BRET "HIT MAN" HART™ stands 6' and weighs 234 pounds... The Hit Man is incredibly skilled... This Calgary, Alberta, Canada, native has held the World Wrestling Federation Title, the Intercontinental Title and Tag Team Title... The "Sharpshooter" is the hallmark of a style he calls "excellence of execution."

TATANKA

TATANKA™ stands 5'11" and weighs 255 pounds .. This proud Native American with the bright red hair hails from Pembroke, North Carolina... Usually performs a war dance of victory around his fallen opponent just as he's about to score the winning pin... The "Reverse Fallaway Slam" is his favorite maneuver.



The Real World Champion

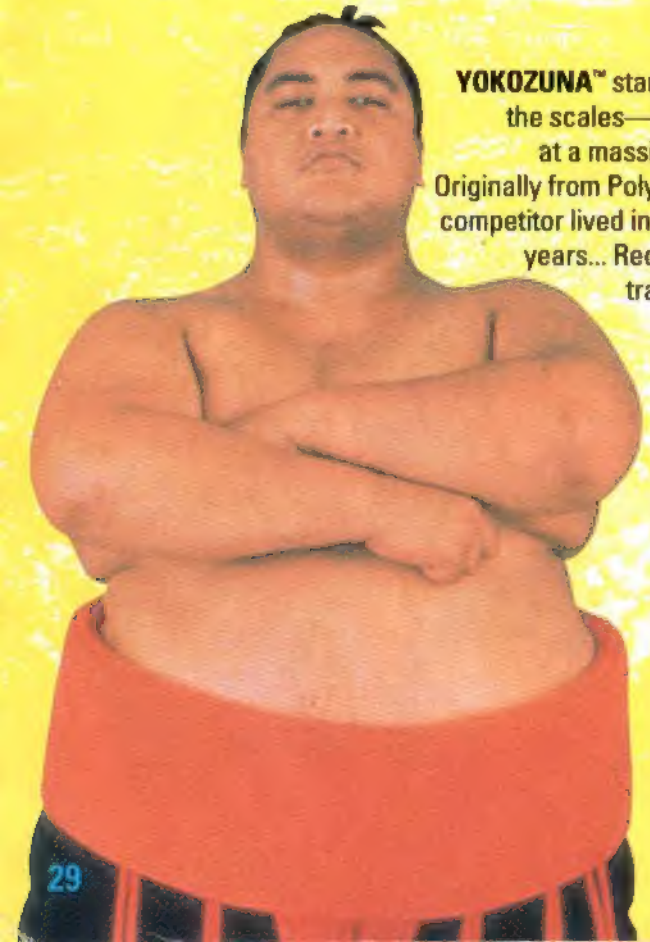
Ric Flair™

RIC FLAIR™ stands 5'11" and weighs 239 pounds... A native of Charlotte, North Carolina, the "Nature Boy" is a two-time World Wrestling Federation Champion... An excellent ring strategist... Many say he's the craftiest veteran in the sport today... Uses the "Figure-Four Leglock" as his finishing maneuver.

Shawn Michaels™

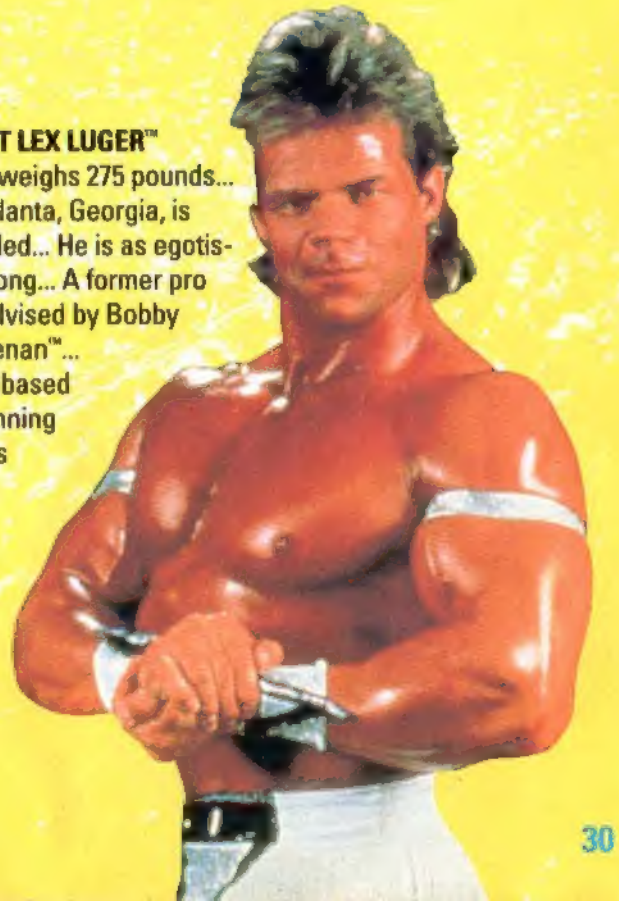
SHAWN MICHAELS™ stands 6' and weighs 234 pounds... Hails from San Antonio, Texas— but you'll never see him in a cowboy hat!... Claims he's the sexiest man alive, although he seems to be the only one who believes it...Has held the Intercontinental Championship... The "Back Suplex" is his favorite maneuver.

YOKOZUNA™



YOKOZUNA™ stands 6'5" and tips the scales— quite literally— at a massive 505 pounds... Originally from Polynesia, this huge competitor lived in Japan for many years... Received extensive training as a sumo wrestler... Managed by Mr. Fuji™... The "Banzai Drop" is his finishing move.

NARCISSIST LEX LUGER™

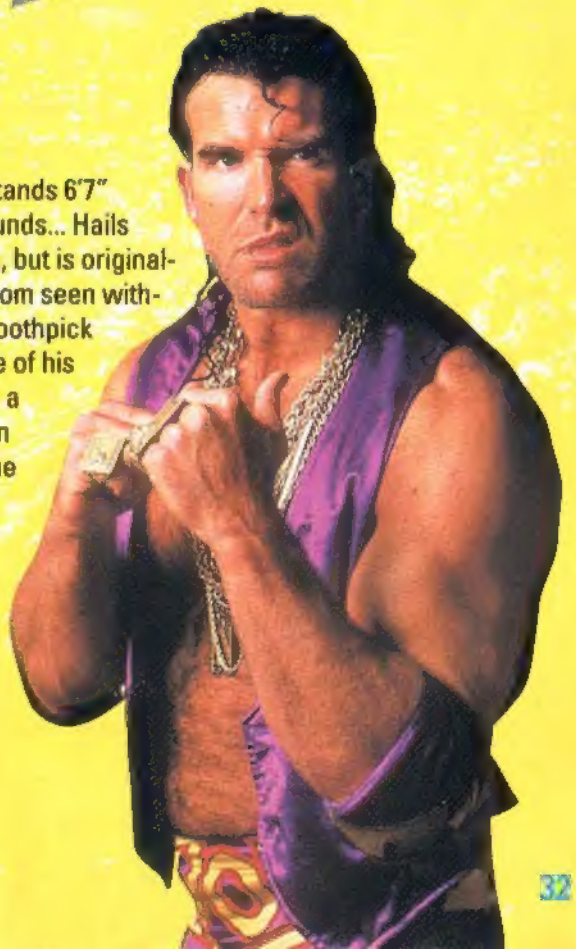


The **NARCISSIST LEX LUGER™** stands 6'6" and weighs 275 pounds... This native of Atlanta, Georgia, is massively muscled... He is as egotistical as he is strong... A former pro bodybuilder... Advised by Bobby "The Brain" Heenan™... Favors a power-based repertoire... "Running Shoulder-Butt" is his finisher.

"Million Dollar Man"
TED DiBIASE™

MILLION DOLLAR MAN TED DiBIASE™ stands 6'3" and weighs 256 pounds... The Million Dollar Man has co-held the Tag Team Title on two occasions... Massively wealthy, he claims that "Everybody has a price" ...With many seasonal residences, claims no hometown affiliation... The "Million Dollar Dream" sleeperhold is his finisher.

RAZOR RAMON™



RAZOR RAMON™ stands 6'7" and weighs 287 pounds... Hails from Miami, Florida, but is originally from Cuba... Seldom seen without his trademark toothpick jutting from the side of his mouth... Possesses a punishing finisher in the backdrop that he has dubbed "The Razor's Edge."

NOTES

NOTES

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LJN Hotline/Consumer Service Department (516) 624-9300

Marketed by LJN, Ltd.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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